

In the Claims

1 1. (currently amended) A method for write protecting a storage medium of a gaming
2 machine, the storage medium containing critical game data for operating the gaming machine,
3 the storage medium including a data register capable of receiving external data when at least one
4 load condition of the data register is enabled, the method comprising:
5 decoding an address of the storage medium selected by an external device; and
6 if the selected address matches an address of the data register, disabling more than
7 one ~~the~~ load condition of the data register.

1 2. (original) The method of claim 1, wherein the at least one load condition includes a
2 write enable input of the storage medium.

1 3. (original) The method of claim 1, wherein the at least one load condition includes
2 card enable inputs of the storage medium.

1 4. (currently amended) The method of claim 1, wherein the at least one load condition
2 includes a plurality of load conditions such that the data register is capable of receiving the
3 external data when the plurality of load conditions are enabled, and wherein the step of disabling
4 the load condition includes disabling ~~one~~ two or more of the plurality of load conditions.

1 5. (currently amended) A method of disabling loading of external data into a data
2 register of a storage medium of a gaming machine, the storage medium containing critical game
3 data for operating the gaming machine, the method comprising:

4 decoding an address of the storage medium selected by an external device; and

5 if the selected address matches an address of the data register, disabling at least
6 ~~one~~ two load condition conditions of the data register.

1 6. (original) The method of claim 5, wherein the at least one load condition includes a
2 write enable input of the storage medium.

1 7. (original) The method of claim 5, wherein the at least one load condition includes
2 card enable inputs of the storage medium.

1 8. (original) The method of claim 5, wherein the at least one load condition includes a
2 plurality of load conditions, and wherein the step of disabling the load condition includes
3 disabling one or more of the plurality of load conditions.

1 9. (currently amended) An apparatus for write protecting a storage medium of a gaming
2 machine, the storage medium containing critical game data for operating the gaming machine,
3 the storage medium including a data register capable of receiving external data when at least one
4 load condition of the data register is enabled, the apparatus comprising:
5 means for decoding an address of the storage medium selected by an external
6 device; and

7 means for disabling ~~the~~ two or more of the at least one load condition of the data
8 register if the selected address matches an address of the data register.

1 10. (original) The apparatus of claim 9, wherein the at least one load condition includes
2 a write enable input of the storage medium.

1 11. (original) The apparatus of claim 9, wherein the at least one load condition includes
2 card enable inputs of the storage medium.

1 12. (original) The apparatus of claim 9, wherein the at least one load condition includes
2 a plurality of load conditions such that the data register is capable of receiving the external data
3 when the plurality of load conditions are enabled, and wherein the means for disabling the load
4 condition disables one or more of the plurality of load conditions.

1 13. (currently amended) An apparatus for disabling loading of external data into a data
2 register of a storage medium of a gaming machine, the storage medium containing critical game
3 data for operating the gaming machine, the apparatus comprising:

4 means for decoding an address of the storage medium selected by an external
5 device; and

6 means for disabling at least ~~one~~ two load ~~condition~~ conditions of the data register
7 if the selected address matches an address of the data register.

1 14. (currently amended) A control system for operating a gaming machine, comprising:
2 a processor;
3 a storage medium for storing game critical data and including a data register
4 capable of receiving external data when at least one load condition of the data register is enabled;
5 and
6 write protection logic for decoding an address of the storage medium selected by
7 an external device and, if the selected address matches an address of the data register, disabling
8 ~~the all~~ load condition conditions of the data register.

1 15. (original) The control system of claim 14, wherein the storage medium includes
2 removable flash memory.

1 16. (original) The control system of claim 14, wherein the at least one load condition
2 includes a write enable input of the storage medium.

1 17. (original) The control system of claim 14, wherein the at least one load condition
2 includes card enable inputs of the storage medium.

1 18. (original) The control system of claim 14, wherein the at least one load condition
2 includes a plurality of load conditions such that the data register is capable of receiving the
3 external data when the plurality of load conditions are enabled, and wherein the means for
4 disabling the load condition disables one or more of the plurality of load conditions.